

A Study to Determine the Effectiveness of Snake and Ladder Game on Knowledge of Common Ailments among Primary School Children of a Selected School Lucknow

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ABSTRACT

A Study To Determine The Effectiveness Of Snake And Ladder Game On “Knowledge Of Common Ailments” Among Primary School Children Of A Selected School, Lucknow. **OBJECTIVES:** 1. To assess the level of Knowledge on common ailments among primary school children. 2. To assess the Effectiveness of snake and Ladder game in the area of “Common Ailments” among primary schoolchildren 3. To explore the association between knowledge scores and demographic variables of the subjects. **METHODS:** A pre-experimental and evaluative research approach was used with one group pre-test pos-test design to evaluate the effectiveness of the Snake Ladder game on ‘knowledge of common ailments’. The study was conducted in selected school in. Assumption English School selected for the study. The sample composed of 60 primary school children. A purposive sampling technique was used. A structured knowledge questionnaire on selected common ailments was used for data collection. family. Maximum number of children (40) had only one scores and the differences between the pre-test and post-test scores were statistically significant at 5% level. ‘t’ (59) =19.16, $p < 0.05$. This indicates that GAME was an effective method of imparting information to the children regarding common ailments. From the statistical analysis it was clear that there was significant increase in the knowledge level of the children regarding common ailments after administration of the GAME. Regarding association between the baseline variables with pre-test and post-test knowledge scores it was found that there was no significant association between the variables like age, sex, religion, education, ordinal position, number of siblings, type of family and monthly income of family of children with pre-test and post-test knowledge scores. **INTERPRETATION AND CONCLUSION:** Findings of the study score shows that Snake and Ladder game was an effective teaching strategy in increasing the knowledge of the children on common ailments. If proper information is given to the children regarding common ailments, they can improve their knowledge which in turn helps them to take care of themselves and to help others.

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KEYWORDS: Knowledge; Snake and Ladder game; primary school children ;common ailments

INTRODUCTION

A child is precious not only to his parents, to his family, community, nation, but also to the world at large. In fact child is a citizen of world and thus it becomes the responsibility of the wide population of the whole universe to look after the interests of children all over.¹

Children are assets of our country. The children of school going age form a very high proportion of India’s population both in rural and in urban areas. The number of school children is 5-14 years age group constitutes about 15% of the total population. It is a period of physical growth and development. Early detection of disease is made in a controlled group of

population. A large number of defects can be timely corrected and many infections can be timely immunized. It is, therefore, important that the physical and mental health of this segment of the population should be the concern of all those responsible for ensuring the health of the people. The health habits of school children are regards personal hygiene, clean surroundings, nutritious diet, exercise, rest and recreation if formed at an early stage still remain with person through out life and will help to develop healthy citizens in the full and positive sense of the term. So the school is the best place for giving health education on health subjects.

OBJECTIVES

1. To assess the level of Knowledge on common ailments among primary school children.
2. To assess the Effectiveness of snake and Ladder game in the area of “Common Ailments” among primary schoolchildren
3. To explore the association between knowledge scores and demographic Variables of the subjects

HYPOTHESIS

H₁: There will be significant difference between the means of pretest and posttest knowledge scores of subjects exposed to snake and ladder game on ‘knowledge of common ailments’

H₂: There will be significant association between the knowledge scores and selected demographics variables.

H₀₁: There will be no significant difference between the means of pretest and posttest knowledge scores of subjects exposed to snake

and ladder game on ‘knowledge of common ailments’

H₀₂: There will be no significant association between the knowledge scores and selected demographics variables

METHODOLOGY

- **Research Design-** The research design applied for this study was descriptive research design.
- **Research approach:-** an evaluative approach was considered appropriate for the present study.
- **Setting of the Study-** The research setting is in selected Primary school in Lucknow
- **Population of the Study-** The population under study consist of Primary school children in selected school in Lucknow
- **Sample Size-** sample consisted of 60 Primary school children
- **Sampling Technique-** of non-probability sampling
- **Criteria for Sample Selection**

Inclusion criteria:-

- Primary school children,
- Who are studying in 6th and 7th standards in selected school
- Who give consent for the study.
- Who come under selected school for the study.

Exclusion criteria:-

- Primary School children,
- Who are studying from 1st to 5th standards in selected school
- Who have not given consent for the study.

DATA ANALYSIS AND INTERPRETATION

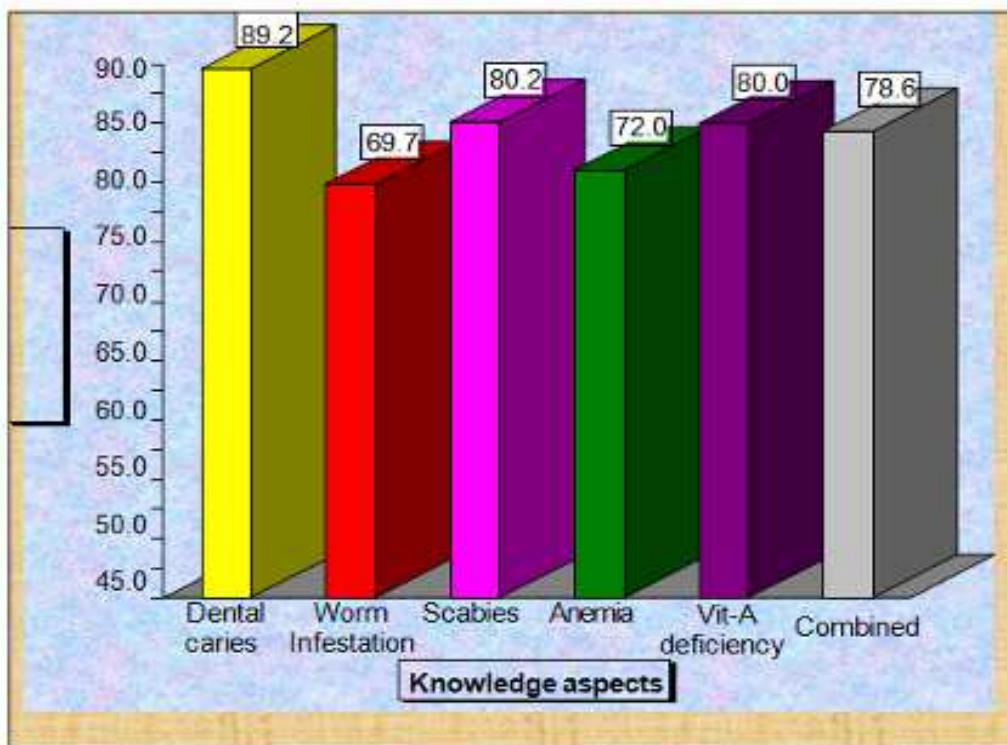
Data collection tool or instruments are the vehicle that could best obtain the data pertinent to the study and at the same time adds to the body of knowledge in the discipline. The instrument used for this study was self-administration structured knowledge questionnaire on common ailments among primary schoolchildren.

Aspect wise pre-test Mean Knowledge on Common Ailments among Children n=60

No.	Aspects	Statements	Max. Score	Range Score	Response on knowledge		
					Mean	Mean (%)	SD (%)
I	Dental caries	10	10	6-10	7.53	75.3	13.1
II	Worm infestation	10	10	1-7	4.25	42.5	16.1
III	Scabies	7	7	0-7	4.08	58.3	26.3
IV	Anemia	5	5	0-4	2.22	44.3	19.9
V	Vit-A deficiency	3	3	0-3	1.35	45.0	37.7
	Combined	35	35	10-26	19.43	55.3	11.5

Table: reveals the distribution of aspect wise mean pre test knowledge scores. Regarding Dental caries the mean knowledge score was 75.3%, In the aspect of worm infestation the mean knowledge score was 42.5%, Scabies mean knowledge score was 58.3%, Anemia mean knowledge score was 44.3%, Vitamin-A deficiency mean knowledge score was 45.0%. The total mean knowledge score was 55.3% with SD of 1.5.

Aspect wise Post test Mean Knowledge on Common Ailments among Children.



Summary of association between selected Demographic variables and the post test knowledge score
 NS: Non Significant ($p > 0.05$) n = 60.

Sl. No	Variable	Category	Knowledge scores			X ² value	df	Table Value
			Inadequate	Moderate	total			
7	Type of family	Nuclear	13	25	38	0.443	2	5.991
		Joint	6	11	17			
		Extended	1	4	5			
8	Education of father	<SSLC	9	13	22	2.353	3	7.815
		SSLC	3	3	6			
		PUC	4	11	15			
		Degree	4	13	17			
9	Education of mother	<SSLC	8	16	24	0.937	3	7.815
		SSLC	4	12	16			
		PUC	3	5	8			
		Degree	5	7	12			
10	Family income	<Rs 10000	8	16	24	0.058	2	5.991
		Rs10000-20000	7	15	22			
		>Rs 20000	5	9	14			

Data presented in table:14 and 15 indicates that there is no significant association between post test knowledge scores with demographic variables. Hence H₂ is rejected and H₀₂ is accepted

SUMMARY

Assessment of mean pre-test and post-test knowledge scores of the children.

The overall pre-test mean knowledge score is 19.43 and post-test mean knowledge score is 27.50. The mean difference of pre-test and post-test knowledge scores is 8.07. Further the statistical paired ‘t’ test value is 19.16, which is significant at 5% level ($p < 0.05$). This is depicted in table. The Snake and

Ladder game on ‘knowledge of common ailments’ was found effective in increasing the knowledge of school children about selected common ailments. Hence the research hypothesis H₂ is rejected and H₀₂ is accepted. the findings were under three main sections viz. sample characteristics, findings related to effectiveness of GAME and association of demographic variable with pre and post-test scores.

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